CODE BREAKING

THE CLASSIC CODEBREAKING GAME!

INSTRUCTIONS

(EN) 1. Objective of the game: Find the secret code by using deductive logic.
The idea is to make various moves and guess the secret code that one of theplayers has set in the special zone.

COGNITIVE FEATURES
Promotes logical reasoning.

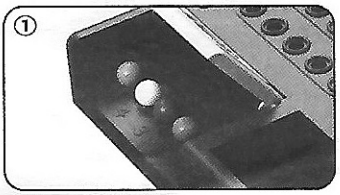
Encourages visual perception and spatial awareness.
Stimulates concentration

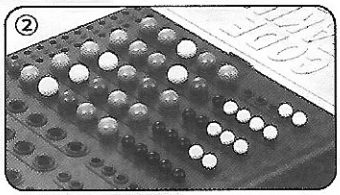
2. Contains:
(1) Game board
(2) Special zone for the code-setting player
(3) Test zone for the code-breaking player
(4) White and black pegs for solving the code
(5) 8 color hooks for counting points and setting passwords
See the picture above for details

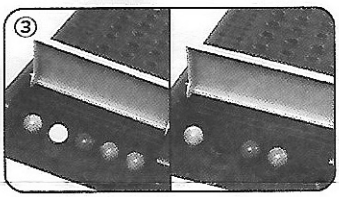
3. Setting up the game
The player acting as code-setter places 5 pegs in their reserved area. They can use repeated or different colours, or even leave some holes empty. Each player chooses from either the small red or blue pegs, which will be usedfor counting points.

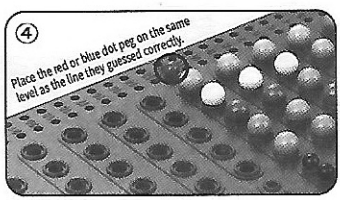
4. How to play
① The code-breaking player places 5 coloured pegs in each of the rows of holes in their testing zone.
② To the right of this zone, in the solutions area, the code-setting player places a white peg for each correct colour (in any hole) and a black peg if theother player has correctly guessed both the place and the colour (in thecorresponding hole).
③ The game can be played on two different levels:
Level 1: the secret code is made up of 5 different colours, making it easier to guess.
Level 2: colours in the secret code can be repeated and a hole or two can beleft empty, making it harder to guess the correct solution. The code-setter canalso throw the code-breaker off the scent by placing a black answer peg atrandom.
④ When the code-breaking player breaks the code, they place a points peg(red or blue) at the same level as the row they in which they made their correctguess.
⑤ The players change over and when both have played, the points arecounted. The player with the fewest points is the winner, as they have brokenthe code with the lowest number of attempts.

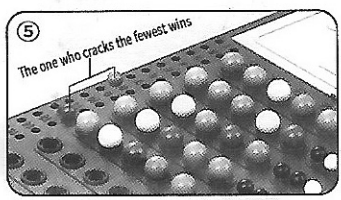
4. How to play



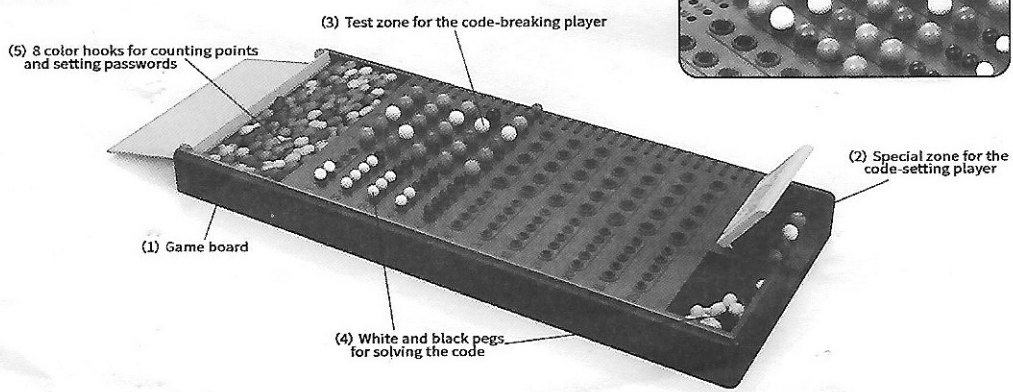








2. Contains:


(3) Test zone for the code-breaking player
(5) 8 color hooks for counting points and setting passwords
(2) Special zone for the code-setting player
(1) Game board
(4) White and black pegs for solving the code